

Steven Bruns

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[Linkedin](#) [Portfolio](#)

TOOL PROFICIENCIES

- Tortoise SVN; Git Bash & GitHub
- Adobe Photoshop and Illustrator
- Microsoft Office Suite
- Unity; Unreal Engine
- C++; Visual Basic; C#
- Maya; Blender
- OBS; Streamlabs
- Jira; Confluence; Bitbucket

PROFESSIONAL STRENGTHS

- Experienced in Agile project development, facilitating meetings, resolving conflict, and motivating teams.
- Skilled with keeping projects in scope, communicating effectively with cohorts, and solving challenges.
- Adept with design documentation, QA testing, scripting, AI, Gameplay, Storytelling, and Terrain Editing.

EDUCATION

Champlain College, Burlington, VT

Bachelor of Science Degree in Game Design, Minor of Science Degree in Game Programming

Expected Graduation Date: May 2026

- GPA 3.75

PROFESSIONAL EXPERIENCE

Walmart, Hinsdale NH

Online Grocery Shopper, July 2021 – October 2021, July 2022 – Present

- Perform quality assurance on picked groceries, and ensure product quantity.
- Communicate with customers to ensure satisfaction with received items.
- Dispense items to customers within a sufficient amount of time.
- Coordinate with peers to ensure fluidity in our process.

ACCOMPLISHMENTS

- Manager of the END68 | Hinsdale, NH | National Honors Society (2021-2022)
 - Managed the purchasing of grocery goods to supply elementary schoolers with food for the weekend.
 - Prepped and delivered the bagged goods.
- Charity Fundraiser | YouTube | St. Jude's Children's Hospital
 - Ran a YouTube stream in which I raised over \$100 dollars for St. Jude's.

PRODUCTION HISTORY

Plague of Light, November 2023 - December 2023

- Lead as the main developer producing a 2D side-scrolling platformer game using the Unity Engine.
- Create beginner tutorial puzzles to familiarize players with the core mechanics of the game.
- Spectated as players navigated through various scenes fighting enemies, retrieving upgrades, and learning enemy combatant attack patterns.